



## Puffle Wild – Match 3 Gameplay

### Design Requirements

#### Match 3 Game Play – Layout/Overview

##### Level begins

##### Goal Reminder appears

- Before the board appears, a text reminder is shown to indicate the level goal.
- A short animation and visual frame (e.g. a berry splat) is needed as a backer for the text.
- Reminder text is based on one of the available level win conditions:
  - “Get the score goal!” (reach a specific score)
  - “Break all ice!” (break all ice blockers on the board)
  - “Pop berries!” (pop a specific amount of berries of one or more colors)
  - *Additional win conditions are expected in future releases*



##### Board Slides in

- The Goal reminder animates out and board slides in.

##### Number of colors

- The level editor sets how many different berry types are allowed to spawn on the board (generally this is 5-7 berry colors per level).
- The puffle colors within the player’s team are always included in the available berry colors for the level.
- For example:
  - *The player’s team consists of the Blue, White and Rainbow puffles and the board is set to spawn 7 total berry colors.*
  - *Out of the 7 colors that will spawn, 3 of those 7 colors must be blue, white and rainbow to match the player’s team.*

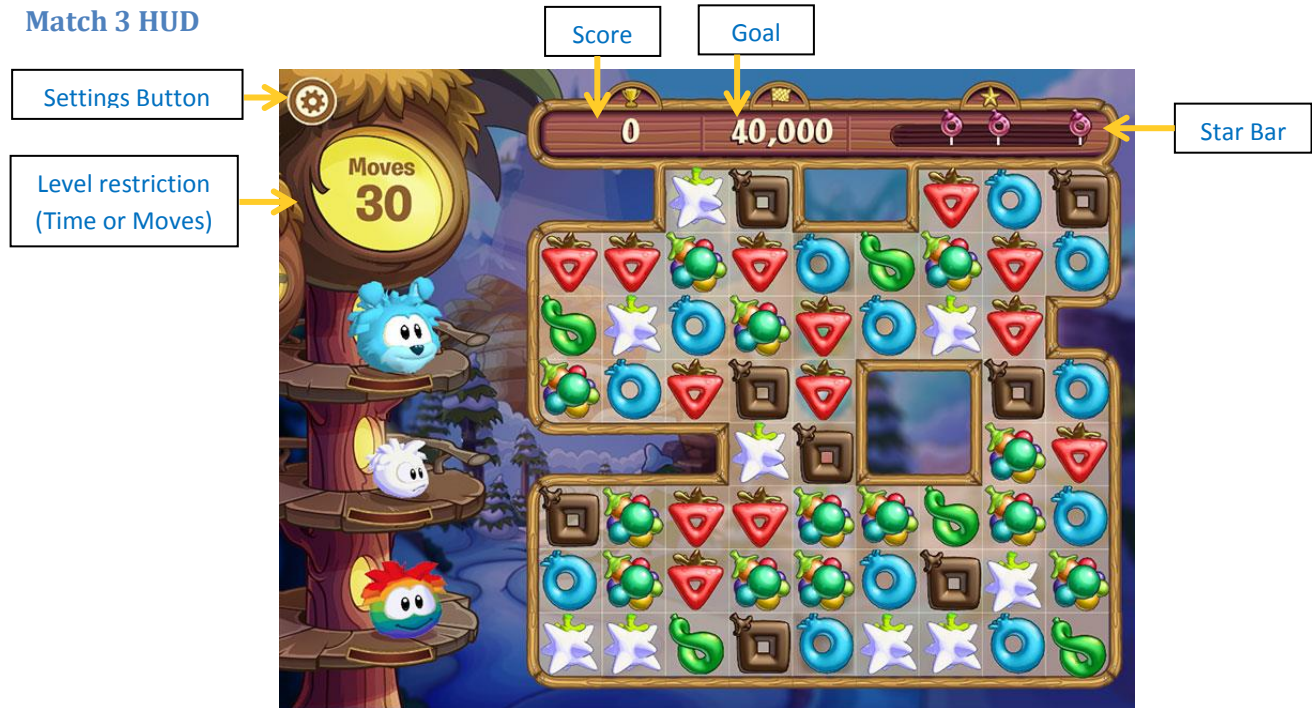




# Puffle Wild – Match 3 Gameplay

## Design Requirements

### Match 3 HUD



- **Settings Button**
  - Tap to open the Settings menu
- **Score**
  - Displays the player's current score
  - Score counts up dynamically during gameplay and End Bonus sequence
- **Goal**
  - Displays the goal to win the level, set in the level editor
- **Level Restriction (Moves or Time)**
  - All levels have either a Moves or Time restriction, set in the level editor
  - *Moves level:*
    - Player has X moves to reach the goal.
    - Each completed swipe counts as 1 move, counting down the moves display.
    - If player does not reach goal within allotted moves, the level is failed.
  - *Time level:*
    - Player has X seconds to complete level.
    - Time does not begin to count down until the player successfully completes a swipe.
    - After time elapses, game automatically goes into the "End Bonus" sequence.
    - See "[PuffleWild\\_scoring\\_system.docx](#)" for more details.



## Puffle Wild – Match 3 Gameplay

### Design Requirements

- **Star bar**
  - Visual bar that fills up as the player’s score increases (basically this is a visual representation of score)
  - 3 “stars” are located on the bar, dynamically positioned based on Star values (specific score amounts) set in the level editor.
  - If the bar fills up and reaches one of the star value amounts, a celebratory animation occurs signaling the player has earned that star.
  - The 3<sup>rd</sup> star (top score threshold) is always placed on the far right end of the bar. The player can achieve score higher than the 3<sup>rd</sup> star but the visual bar will no longer need to indicate this visually.



### Berries spawning

- At level start, berries on the board can appear in 3 different ways based on level editor data.
- Any combination of the below should be allowed per level:
  - **Start on board - pre-set color**
    - A specific berry color and tile location for that berry is set on the level editor
  - **Start on board – random color**
    - A specific tile location is set to contain a berry at level start, but the berry color is not specified. A random berry color (from the available colors) is selected.
    - These randomly selected berry colors should avoid having any matches at the level’s start.
  - **Fall from top**
    - One or more board tiles begin empty, so at level start random berries drop from the top and fill in the empty tiles below.
    - Dropping berries may trigger matches at level start.



## Puffle Wild – Match 3 Gameplay

### Design Requirements

#### Level WIN and Level Restrictions

The level editor determines the level restriction for each level. Each level must include only one of the following restrictions:

- **Moves Level**
  - Player has X moves to reach the level Goal.
  - **Level WIN:** Player reaches the goal requirements before running out of available moves.
- **Time Level**
  - Player has X seconds to play. After time elapses, the game triggers the Bonus sequence (auto triggers power ups on the board and any charged puffles) which provides the player an additional opportunity to reach the level goal.
  - If the player reaches the level goal before time elapses, the game does not stop. Instead it allows the player to play on until all time elapses.
  - **Level WIN:** Player reaches the goal requirements.

#### Level Goal Types

Each level has a win condition the player must meet in order to win the level. Win condition type and the actual target win data is set in the level editor. Each level must include one of the following goals:

- Reach score
  - **Win Requirement:** Player must reach set score amount or greater
  - **HUD Goal Display:** <Score value> needed
- Clear all Ice
  - **Win Requirement:** Player must clear all “Ice” blocker tiles
  - **HUD Goal Display:**
    - “Ice” blocker icon and display number of remaining ice tiles on the board
    - Display counts down as each ice is successfully cleared
    - Any “Ice x2” blockers count as 2 to the HUD display
- Clear XYZ berries
  - **Win Requirement:** Player must clear specified quantity of specific berry color/s
  - **HUD Goal Display:**
    - Colored berry icon and display number of remaining berries required
    - May include up to 3 different berries, each with variable requirements to clear
    - Display counts down as each berry that is successfully cleared





# Puffle Wild – Match 3 Gameplay

## Design Requirements

### Puffles in the Game

#### Puffle Feeding (Charging up)

- During normal gameplay, any popped berries that have matching color with one of your team puffles is eaten – the popped berries fly from the board to the puffle’s mouth.
- If the player has 2 or more puffles of the same color, feed the first puffle (highest on perch) until it is full then feed the next same color puffle down.
- **Charge Bar**
  - A charge bar is displayed directly below each puffle.
  - Each berry eaten by a puffle increases that puffle’s charge bar by 1 point.
  - Depending on the puffle’s color, the amount of berries needed to reach full charge may vary. *This is to balance some puffle powers that may be more or less powerful.*
- **Full Charge Animation**
  - When a puffle’s bar reaches full charge, the puffle performs a “charged up” animation – *puffle jumps up, hovers mid-air for a moment and bursts with energy, then drops back down.*
  - If the puffle is fully charged and additional matching berries are popped, they do not fly to the puffle to be eaten and instead show a normal popping animation.
- **Charged State - Visual Effect Overlay**
  - While the puffle is fully charged and waits to be triggered, it shows a “charged” visual effect which is overlaid on top of its normal idle, happy, etc reactions.





## Puffle Wild – Match 3 Gameplay

### Design Requirements

#### Puffle Power ups

- The player simply taps a charged puffle to trigger its power up effect.
- See “[PuffleWild\\_powerups.docx](#)” for details. *TBD if game will include 12 unique puffle power ups and animations (1 per color) or if some power ups will be shared across multiple puffle colors*
- Puffle power ups cannot be triggered while the board is mid-cascade (board must be idle).
- When triggered, the puffle jumps up and performs a “power up unleashed animation”.
- Depending on the puffle’s color, either a **Random** or **Targeted** effect occurs.



#### Power up Hits a Random Berry

- **Power Unleashed Animation**
  - The puffle jumps up, hovers in mid-air and bursts with energy.
  - A random berry is selected on the board
  - Only basic berries may be randomly targeted. Avoid other power ups or obstacle tiles.
  - In some cases multiple random berries are targeted.
  - A visual effect of energy streams from the hovering puffle to the selected berries. *If possible, the stream of energy should match the puffle’s color.*
- **Power Up Effect Applied**
  - The power up effect is applied to the berries, with a matching visual effect.
  - Puffle drops back down and returns to it’s normal (not-charged) state.
  - The puffle’s charge bar resets to zero.







## Puffle Wild – Match 3 Gameplay

### Design Requirements

#### Power up Hits a Targeted Berry

A few puffle power ups when triggered, require the player to select a berry to be targeted.

- **Power Unleashed Animation**

- The puffle jumps up, hovers in mid-air and bursts with energy.
- A popup appears to provide guidance to the player on what to do
- The player taps a tile on the board to select it
- Any tile (berry, obstacle, power up) on the board may be targeted.



- **Additional Input as needed**

- Depending on the power up, additional input may be needed.



- **Power Up Effect Applied**

- The power up effect is applied to the berries, with a matching visual effect.
- Puffle drops back down and returns to its normal (not-charged) state.
- The puffle's charge bar resets to zero.





# Puffle Wild – Match 3 Gameplay

## Design Requirements

### Puffle Reactions

- See “[PuffleWild\\_puffle\\_reactions.docx](#)” for details

### Scoring

- See “[PuffleWild\\_scoring\\_system.docx](#)” for details

### Celebration Pop up Messages

Celebratory popup messages appear over the game board for 1-2 seconds when certain triggers occur.

- Whenever the Scoring Event is reset to 1 (see [PuffleWild\\_scoring\\_system.docx](#) for details), check if any of the below listed triggers have occurred.
- Determine the highest ranked trigger and display the corresponding Popup text.



Rank	Trigger	Popup text
Rank 1	Power up combo (2 power ups matched together) OR Color bomb power up matched with any color	Cool!
Rank 2	Scoring level event 4 or 5 reached	Nice!
Rank 3	Scoring level event 6 or 7 reached	Incredible!
Rank 4	Scoring level event 8+ reached	Amazing!

### Match Generated Power ups

Power ups which are spawned by matching berries on the board in combinations of 4 long, 5 (T/L shape) and 5 long.

- See “[PuffleWild\\_powerups.docx](#)” for details

### Powerup Combos

Powerful effects that occur when the player swaps 2 adjacent power ups on the board together.

- See “[PuffleWild\\_powerups.docx](#)” for details





## Puffle Wild – Match 3 Gameplay

### Design Requirements

#### No available moves

- If there are no available matches the board automatically re-shuffles.
- The player still has available moves if they can swap 2 adjacent power ups, or swap a color bombs with any adjacent berry. If either of these cases are available the board does not re-shuffle.
- **Popup text appears**
  - No player input allowed during this time
  - “No more moves! Shuffling...” popup slides in
- **Board is wiped**
  - In a sweeping motion, all berries on the board are wiped away and replaced with a visual effect
  - Obstacle tiles are not affected. They do not have a visual effect and are not wiped.
  - Power ups are affected.
- **New berries appear**
  - Reshuffled berries and power ups animate in all at once on the board at the same time the visual effect animates out.
  - At least 1 available match must be available in the new shuffled board.
  - Pop up message slides out.

#### Hint Provided

- If the board is at idle state and the player does not provide any input for 6 seconds, the game identifies an available move and displays a visual effect on the berries (and/or power ups) to perform that move.





## Puffle Wild – Match 3 Gameplay

### Design Requirements

#### Obstacle Tiles

Obstacle tiles block the player from making matches on the board. Each blocker tile has a slightly different behavior as noted below.

- See “[Puffle\\_Wild\\_Deisgn\\_Master.docx](#)” for details

Obstacle Tile	Must include berry?	Can swap berry w/in?	Can Swap obstacle?	Can overlay Ice?	Obstacle can fall?	Berries fall through?	Breaks to	Clear requirement
Ice x1	Yes	Yes	No	NA	No	Yes	Clear	Clear berry within
Ice x2	Yes	Yes	No	NA	No	Yes	Ice x1	Clear berry within
Branches	Yes	No	No	Yes	No	No	Clear	Clear berry within
Small Rock	Cannot	NA	No	Yes	No	No	Clear	Clear adjacent berry
Medium Rock	Cannot	NA	No	Yes	No	No	Small Rock	Clear adjacent berry
Big Rock	Cannot	NA	No	Yes	No	No	Med Rock	Clear adjacent berry

- **Obstacle tile:** obstacle name
- **Must include berry:** obstacle tile holds a berry
- **Can Swap Berry:** player can swap the berry within the obstacle tile with adjacent berries.
- **Can swap Obstacle:** player can swap the entire obstacle (and berry w/in) to an adjacent tile
- **Can Overlay Ice:** obstacle tile can be placed *on top* of an “Ice x1” or “Ice x2” tile.
- **Obstacle can fall:** obstacle will fall if there are open tiles below
- **Berries fall though:** berries will fall through the obstacle if there are open tiles below
- **Breaks to:** some obstacles have multiple levels that require several hits to clear. Break to refers to the next stage the obstacle becomes if hit once.
- **Clear Requirement:** Action needed to clear/hit the obstacle (or break it down 1 level)



## Puffle Wild – Match 3 Gameplay

### Design Requirements

#### Level Win popup

- Congrats messaging
- Close button
- Award stars
- Award coins
- Score
- Retry button
- Next level button
- Puffle cheering reaction

#### Level Fail Popup

- Fail messaging
- Close button
- Retry button
- Score

#### Bonus Levels

- Bonus levels are unlocked on the Wilds map by spending Star berries.
- Unlocking
- Winning
  - Free player
  - Member
- Replay
- Wild Puffle loot table





# Puffle Wild – Match 3 Gameplay

## Design Requirements

### Settings/Pause button

- The Settings button is located on the top left corner of the screen.
- Tap the settings button to open the Settings menu which includes:
  - Sound toggle (on/off)
  - Music toggle (on/off)
  - Help Screen
  - Quit Game
- Settings Menu Flow:

Settings Button

